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5	BRS	3	(MQSeries and queue) and threshold
6	BRS	0	MQSeries and ((rais$ or increment) near2 threshold)
7	BRS	15	queue.ab,ti,clm. and ((rais$ or increment) near2 threshold)

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1 Using feedback to control tree saturation in multistage interconnection networks 99%
S. L. Scott , G. S. Sohi
ACM SIGARCH Computer Architecture News , Proceedings of the 16th annual international symposium on Computer architecture April 1989 Volume 17 Issue 3
In this paper, we propose the use of feedback schemes in multiprocessors which use an interconnection network with distributed routing control. We show that by altering system behavior so as to minimize the occurrence of a performance-degrading situation in the network, the overall throughout of the system can be improved. As an example, we have considered the problem of tree saturation caused by hot spots in multistage interconnection networks. Tree saturation degrades the perfo ...

2 Design and optimization of low voltage high performance dual threshold CMOS circuits 99%
Liqiong Wei , Zhanping Chen , Mark Johnson , Kaushik Roy , Vivek De
Proceedings of the 35th annual conference on Design automation

conference May 1998

Reduction in leakage power has become an important concern in low voltage, low power and high performance applications. In this paper, we use dual threshold technique to reduce leakage power by assigning high threshold voltage to some transistors in non-critical paths, and using low-threshold transistors in critical paths. In order to achieve the best leakage power saving under target performance constraints, an algorithm is presented for selecting and assigning an optimal high threshold vo ...

3 Queueing analysis of a threshold based priority scheme for ATM networks 98%

Duan-Shin Lee , Bhaskar Sengupta
IEEE/ACM Transactions on Networking (TON) December 1993
Volume 1 Issue 6

4 Efficient load balancing for wide-area divide-and-conquer applications 97%

Rob V. van Nieuwpoort , Thilo Kielmann , Henri E. Bal
Proceedings of the eighth ACM SIGPLAN symposium on Principles and practices of parallel programming June 2001

Divide-and-conquer programs are easily parallelized by letting the programmer annotate potential parallelism in the form of spawn and sync constructs. To achieve efficient program execution, the generated work load has to be balanced evenly among the available CPUs. For single cluster systems, Random Stealing (RS) is known to achieve optimal load balancing. However, RS is inefficient when applied to hierarchical wide-area systems where m ...

5 On robust transaction routing and load sharing 97%

Philip S. Yu , Avraham Leff , Yann-Hang Lee
ACM Transactions on Database Systems (TODS) September 1991
Volume 16 Issue 3

In this paper we examine the issue of robust transaction routing in a locally distributed database environment where transaction characteristics such as reference locality imply that certain processing systems can be identified as being more suitable than others for a given transaction class. A response time based routing strategy can strike a balance between indiscriminate sharing of the load and routing based only on transaction affinity. Since response time estimates depend on workload a ...

6 SEDA: an architecture for well-conditioned, scalable internet services 96%

Matt Welsh , David Culler , Eric Brewer
ACM SIGOPS Operating Systems Review , Proceedings of the 18th symposium on Proceedings of the 18th ACM symposium on operating systems principles October 2001
Volume 35 Issue 5

We propose a new design for highly concurrent Internet services, which we call the *staged event-driven architecture* (SEDA). SEDA is intended to support massive concurrency demands and simplify the construction of well-conditioned services. In SEDA, applications consist of a network of event-driven *stages* connected by explicit *queues*. This architecture allows services to be well-conditioned to load, preventing resources from being overcommitted when demand exceeds service cap ...

7 An adaptive fuzzy threshold scheme for high performance shared-memory switches 96%
Giuseppe Ascia , Vincenzo Catania , Daniela Panno
Proceedings of the 2001 ACM symposium on Applied computing March 2001

8 The simulation of time sharing systems 96%
Norman R. Nielsen
Communications of the ACM July 1967
Volume 10 Issue 7

The development of new large scale time-sharing systems has raised a number of problems for computation center management. Not only is it necessary to develop an appropriate hardware configuration for these systems, but appropriate software adjustments must be made. Unfortunately, these systems often do not respond to changes in the manner that intuition would suggest, and there are few guides to assist in the analysis of performance characteristics. The development of a comprehensive simul ...

9 Locking granularity revisited 96%
Daniel R. Ries , Michael R. Stonebraker
ACM Transactions on Database Systems (TODS) June 1979
Volume 4 Issue 2

Locking granularity refers to the size and hence the number of locks used to ensure the consistency of a database during multiple concurrent updates. In an earlier simulation study we concluded that coarse granularity, such as area or file locking, is to be preferred to fine granularity such as individual page or record locking. However, alternate assumptions than those used in the original paper can change that conclusion. First, we modified the assumptions concerning the placem ...

10 A uniform approach to the stability and performance analysis of concurrent data structure maintenance policies 96%
Ing-Ray Chen , Sayed A. Banawan
Proceedings of the 1992 ACM/SIGAPP Symposium on Applied computing: technological challenges of the 1990's April 1992

11 Wasp nests for self-configurable factories 95%
Vincent A. Cicirello , Stephen F. Smith
Proceedings of the fifth international conference on Autonomous agents May 2001
Agent-based approaches to manufacturing scheduling and control have gained increasing attention in recent years. Such approaches are attractive because they offer increased robustness against the unpredictability of factory operations. But the specification of local coordination policies that give rise to efficient global performance and effectively adapt to changing circumstances remains an interesting challenge. In this paper, we introduce a new approach to this coordination problem, draw ...

12 Implementing functional programs on a hypercube multiprocessor 95%
B. Goldberg , P. Hudak
Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1 January 1988
Alfalfa is an implementation of a functional language on the Intel iPSC multiprocessor. It is based on a heterogeneous abstract machine model consisting of both graph reduction and stack oriented execution. Alfalfa has two major components, a compiler and a run-time system. The source language, ALFL, contains no constructs that allow the programmer to specify parallelism or synchronization; thus it is the task of the compiler to detect the exploitable parallelism in a program. The run-time ...

13 A distributed routing algorithm for mobile wireless networks 95%
M. Scott Corson , Anthony Ephremides
Wireless Networks February 1995
Volume 1 Issue 1
We present a loop-free, distributed routing protocol for mobile packet radio networks. The protocol is intended for use in networks where the rate of topological change is not so fast as to make “flooding” the only possible routing method, but not so slow as to make one of the existing protocols for a nearly-static topology applicable. The routing algorithm adapts asynchronously

in a distributed fashion to arbitrary changes in topology in the absence of global topological knowle ...

14 Better exploration of region-level value locality with integrated computation reuse and value prediction 94%

Youfeng Wu , Dong-Yuan Chen , Jesse Fang
ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on on Computer architecture May 2001
Volume 29 Issue 2

Computation-reuse and value-prediction are two recent techniques for improving microprocessor performance by exploiting value localities. They both aim at breaking the data dependence limit in traditional processors. In this paper, we propose a speculative multithreading scheme in which the same hardware can be efficiently used for both computation reuse and value prediction. For the SpecInt95 benchmarks, our experiment shows that the integrated approach significantly out-performs either c ...

15 Trace driven analysis of write caching policies for disks 94%

Prabuddha Biswas , K. K. Ramakrishnan , Don Towsley
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1993 ACM SIGMETRICS conference on Measurement and modeling of computer systems June 1993
Volume 21 Issue 1

16 Energy efficient architectures: Reducing power with dynamic critical path information 93%

John S. Seng , Eric S. Tune , Dean M. Tullsen
Proceedings of the 34th annual ACM/IEEE international symposium on Microarchitecture December 2001

Recent research has shown that dynamic information regarding instruction criticality can be used to increase microprocessor performance. Critical path information can also be used in processors to achieve a better balance of power and performance. This paper uses the output of a dynamic critical path predictor to decrease the power consumption of key portions of the processor without incurring a corresponding decrease in performance. The

optimizations include effective use of functional units wi ...

17 QoS control in wireless ATM 93%
Youssef Iraqi , Raouf Boutaba , Alberto Leon-Garcia
Mobile Networks and Applications June 2000
Volume 5 Issue 2

18 Balancing push and pull for data broadcast 93%
Swarup Acharya , Michael Franklin , Stanley Zdonik
ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data June 1997
Volume 26 Issue 2

The increasing ability to interconnect computers through internet-working, wireless networks, high-bandwidth satellite, and cable networks has spawned a new class of information-centered applications based on data dissemination. These applications employ broadcast to deliver data to very large client populations. We have proposed the Broadcast Disks paradigm [Zdon94, Acha95b] for organizing the contents of a data broadcast program and for managing client resources in respon ...

19 Enhanced distributed explicit rate allocation for ABR services in ATM networks 92%
Nasir Ghani , Jon W. Mark
IEEE/ACM Transactions on Networking (TON) February 2000
Volume 8 Issue 1

20 A comparative study of fuzzy versus “fixed” thresholds for robust queue management in cell-switching networks 92%
Allen R. Bonde , Sumit Ghosh
IEEE/ACM Transactions on Networking (TON) August 1994
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Barron C. Housel , George Samaras , David B. Lindquist
Mobile Networks and Applications December 1998
Volume 3 Issue 4

This paper describes an application model and software technology that makes it possible to run World Wide Web applications in wide area wireless networks. Web technology in conjunction with today's mobile devices (e.g., laptops, notebooks, personal digital assistants) and the emerging wireless technologies (e.g., digital cellular, packet radio, CDPD) offer the potential for unprecedented access to data and applications by mobile workers. Yet, the limited bandwidth, high latency, high cost, ...

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1 Papers: Choosing a middleware for web-integration of a legacy application 88%
Sakib Abdul Mondal , Kingshuk Das Gupta
ACM SIGSOFT Software Engineering Notes May 2000
Volume 25 Issue 3
Business applications today often face two contradictory constraints: they have to deal with heterogeneous platforms and at the same time meet the quality requirements. A larger number of middleware products are available to meet the first objective. An architect invariably faces a problem of picking up the right kind of middleware for the problem at hand. Fortunately, the second objective of quality requirements help an architect narrow down the choices of middleware. In this article, we demons ...

2 Book reviews: Production workflow: concepts and techniques 82%
Dragos Manolescu
ACM SIGSOFT Software Engineering Notes January 2001
Volume 26 Issue 1

3 Software engineering and middleware: a roadmap 80%
Wolfgang Emmerich
Proceedings of the conference on The future of Software engineering May 2000

4 B2B contract implementation using windows DNS 77%

Ning He , Zoran Milosevic
Australian Computer Science Communications , Proceedings of the workshop on Information technology for virtual enterprises January 2001
Volume 23 Issue 6

This paper describes our implementation of a support infrastructure for electronic contracting --- an important ingredient of Business-to-Business (B2B) e-commerce. The paper first explains the main benefits of the new generation of Microsoft technologies - Windows Distributed interNet Applications Architecture (DNA) and BizTalk. This is followed by a detailed description of how we take advantage of the XML tools provided by these technologies - to implement our enterprise model of contracts. We ...

5 Industry perspective: Too much middleware 77%
Michael Stonebraker
ACM SIGMOD Record March 2002
Volume 31 Issue 1

The movement from client-server computing to multi-tier computing has created a potpourri of so-called middleware systems, including application servers, workflow products, EAI systems, ETL systems and federated data systems. In this paper we argue that the explosion in middleware has created a myriad of poorly integrated systems with overlapping functionality. The world would be well served by considerable consolidation, and we present some of the ways this might happen. Some of the points cove ...

6 An approach to designing reusable service frameworks via virtual service machine 77%
Jun-Jang Jang
ACM SIGSOFT Software Engineering Notes , proceedings of SSR '01 on 2001 symposium on software reusability : putting software reuse in context: putting software reuse in context May 2001
Volume 26 Issue 3

This paper proposes a new service-computing platform named Virtual Service Machine (VSM). Service computing is a new paradigm for manufacturing IT artifacts, lifting up traditional focus of software development from the level of applications to that of services. Applications are constructed for machines; services are built for people. Applications are targeted to run on a particular platform; services are aimed for serving user's needs. While service computing is getting much more attention ...

7 Strategies for integrating messaging and distributed object transactions 77%

Stefan Tai , Isabelle Rouvellou
IFIP/ACM International Conference on Distributed systems platforms
April 2000

8 WebExpress: a client/intercept based system for optimizing Web browsing in a wireless environment 77%
Barron C. Housel , George Samaras , David B. Lindquist
Mobile Networks and Applications December 1998
Volume 3 Issue 4

This paper describes an application model and software technology that makes it possible to run World Wide Web applications in wide area wireless networks. Web technology in conjunction with today's mobile devices (e.g., laptops, notebooks, personal digital assistants) and the emerging wireless technologies (e.g., digital cellular, packet radio, CDPD) offer the potential for unprecedented access to data and applications by mobile workers. Yet, the limited bandwidth, high latency, high cost, ...

9 Experiences with building distributed debuggers 77%
Michael S. Meier , Kevan L. Miller , Donald P. Pazel , Josyula R. Rao , James R. Russell
Proceedings of the SIGMETRICS symposium on Parallel and distributed tools January 1996

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